

Welcome to STRADUS
home of the Great AM

Your Quest - find the hidden Trove Room
wherein lies the untold wealth of AM

To achieve your Quest, you must find
your way round the myriad of rooms -
and overcome the hazards and problems
that abound throughout.

Fail at any point, and you will be sent
back to the beginning ... with nothing.

For information to help you on your way,
Press 'I'

To load the program straight away
Press 'L'

TO MOVE...

To move through an **OPEN** door, you use the appropriate Cursor key - ↑ → ↓ ←.
(The rooms are displayed for you to see)

Note that the '↓' key returns you to the room you have just left.

Note, too, that you see a room with your back to the door through which you have just passed

BE WARNED!

Press any key
to find out how to 'do things'

TO 'DO THINGS'

...you simply type in the appropriate phrase, such as PICK UP THE KEY, or TAKE THE KEY, or, more simply GET KEY, USE KEY, OPEN DOOR or UNLOCK DOOR, and so on.

In **most** instances only the first word (a Verb) and the last word (a Noun) are effective.

Some single words are also effective, the main ones being **LIST** (to see what you're carrying) and **HELP** - which you may or may not be given.

Press any key for some final information

FINALLY...

No attempt has been made to bypass the input buffer of your AMSTRAD, since it can be useful in helping you to move around quickly (by keying in a series of movements in one go).

BUT... take care! You could find that you have moved into a disastrous situation that will send you back to the start!

The further you progress, the more you will learn just how cunning the Great **AM** has been in concealing his Hoard of Gems

THESE NOTES WILL NOT BE REPEATED AFTER THE MAIN PROGRAM HAS LOADED...so

Press 'A' to see them again.
Press 'L' to load the main Program.